FALL GUY INSTRUCTIONS

In this game you are Colt Seavers, bounty hunter/stuntman extrodinaire. The object of the game is to put the bad guys in jail. That is easier said than done! First you must find the bad guys, so how do you find them? Jump into your trusty pick-up and find them! That too is easier said than done. You must avoid driving over the speed limit in some areas and in others, you have to speed to make it past the obstacles. Not any ordinary obstacles mind you, but stuntman obstacles such as ramps and flaming roads!

Once you find the badguys, the screen changes from the highway to the inside of a building. Here you enter from the top, and must make your way to the bottom of the building to arrest the criminal. First you must jump over some obstacles, such as crates. The trick here is to land on your feet. What happens next is beyond me. I have not made it that far yet.

Overall, it is a very well-done, if not interesting game. The graphics on the driving sequence are adaquate, but the graphics in the warehouse ar pretty darn good.

CONTROLS:

ACCELERTATE

TURN LEFT < > TURN RIGHT

V

BRAKE

BUTTONS: TURN CAR AROUND (ONLY WHEN AT A STOP)

HAZARDS: RAMPS, SPEEDING, TURNING AROUND AT HIGH SPEEDS, FLAMING ROADS, GOING TOO FAST ON CURVES.

The game starts you out with 1950 dollars and a full tank of gas. Each time you run out of gas, the game automatically refuels your car, but takes 50$ off your score. Hitting a hazard costs you money. When your money reaches zero, the game is over. To avoid most hazards, driving at about 55 mph helps but, turn your car around at about 30 or less. Take the flaming road at 30 mph. Take the ramp at about 70.

When you get to the building with a little purple truck parked out front, slow down. Here the screen will change and the controls are as follows:

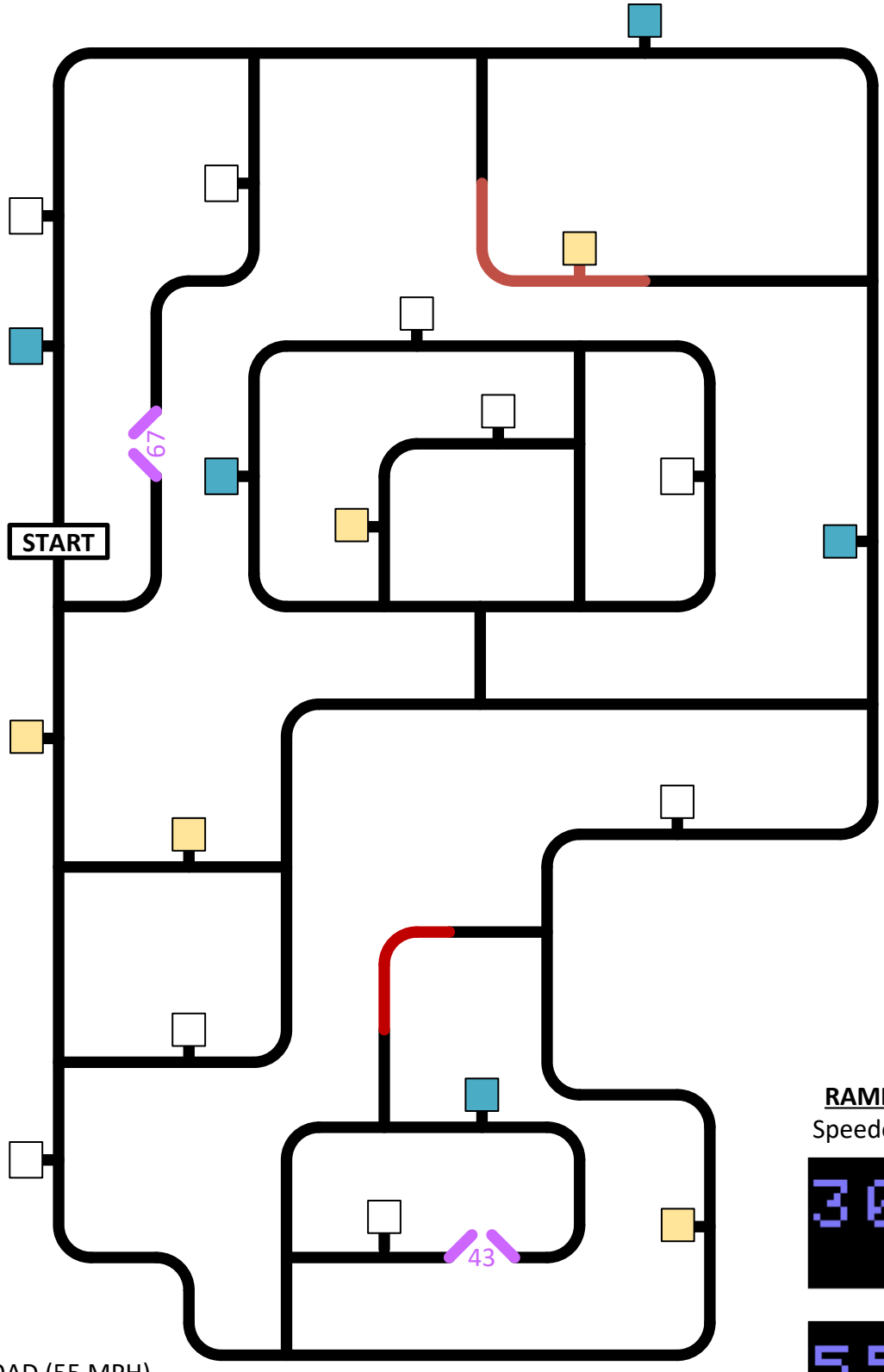
RUN/JUMP LEFT< >RUN/JUMP RIGHT

V

SIDE BUTTONS: JUMP

The object here is to get to the man standing at the bottom. To do this, you must master the jumping system for this screen. When you wish to jump over an obstacle, you MUST get a running start. How much of a running start is what controls how far you jump. When you press the jump button, Colt spins through the air. When his head is up, let off the button. The jumping is a very tricky manuver, so practice up.

FALL GUY - MAP
ColecoVision



KEY

- PAVED ROAD (55 MPH)
- DIRT ROAD (Bends 30 MPH)
- WAREHOUSE (Colour Coded)
- ## RAMP (with Safe Speed)

RAMP SAFE SPEEDS

Speedometer Reading

NOT TO SCALE

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